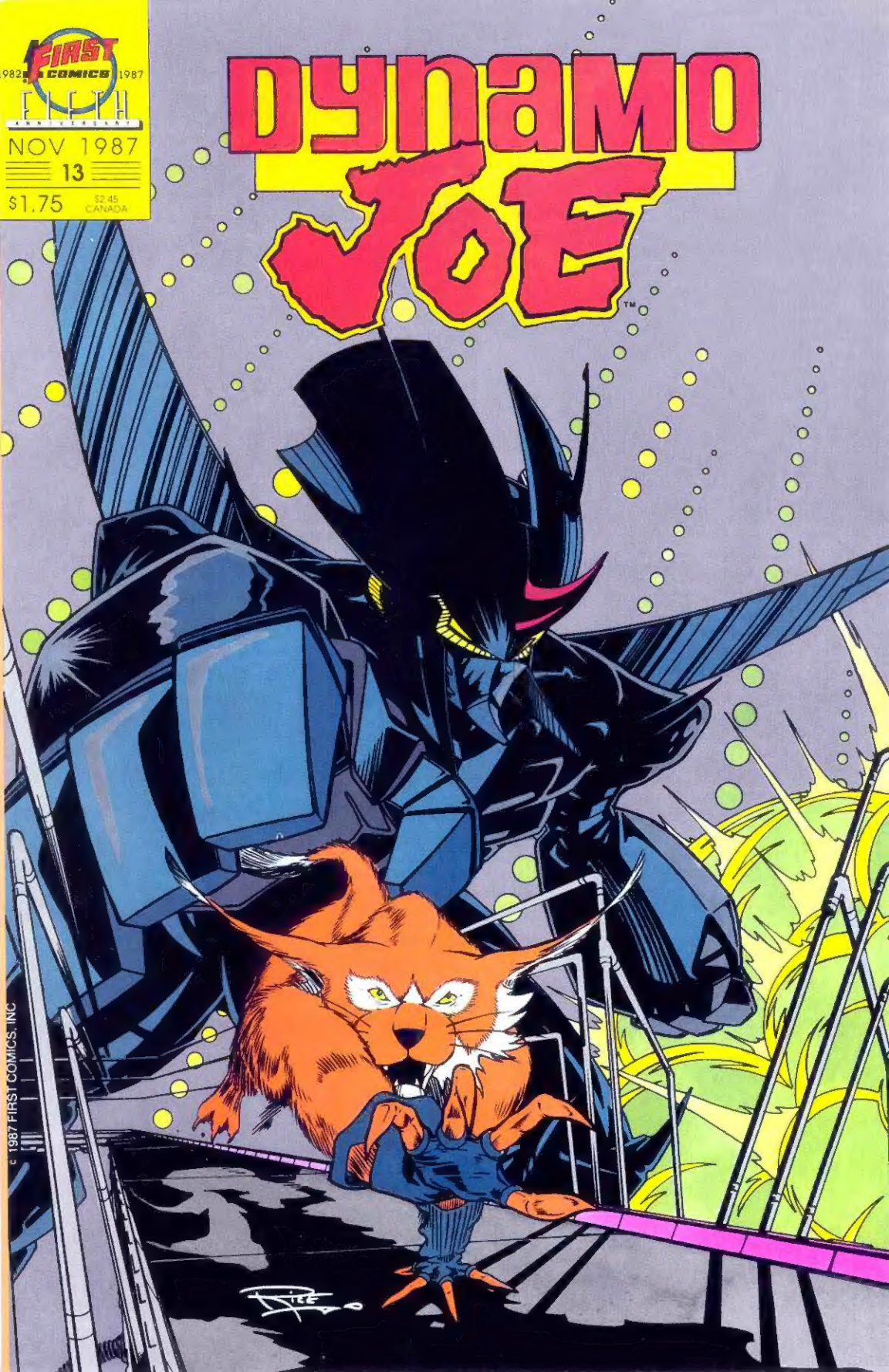

FIRST COMICS
1982
1987
FIFTH
ANNIVERSARY
NOV 1987
13
$1.75
$2.45 CANADA
DYNAMO JOE
™
© 1987 FIRST COMICS, INC.

WHO ARE THESE GUYS, ANYWAY?

It is a new age, more than a thousand years hence, yet human nature has changed little. The forces and conditions that have bred wars in the centuries gone by now breed a different kind of war, a new breed of warrior. One of these new warriors is the robosoldier **Dynamo Joe**. This is his story.

Only three civilizations exist in our spiral of the galaxy, the greatest being the **Terran Confederation**, centered on Earth. The galaxy is shared with the cat-like **Tavitans**, and a benign master race, the **Imperium**.

The two man crew of **Dynamo Joe** consists of:

1) **Sergeant Elanian Daro**: citizen of the Imperium.

2) **Private Pomru**: a young Tavitan out to see the Universe.

Ten years before the start of this story, the planets at the Galactic rim fell under attack by a bizarre extra-galactic enemy called the **Mellenares** — millions of microscopic organ - isms linked together to form a single group consciousness, and possessing the ability to read minds. The foe moves at sub-light speeds, in an obsessive straight-line, devour - ing planets in its path.

LAST ISSUE: Dynamo Joe and **Wolf-1** had to fight a rearguard action against escaping Mellenares and then retrieve the last of the vital Tavitan cloaking generators necessary to encircle and contain the Mellanares core. Now the enemy is trapped, and the leaders of the Alliance must decide the fate of an entire extragalactic race...

Rick Obadiah, Publisher
Kathy Kotsivas, Operations Dir.
Kurt Goldzung, Sales Mgr.
Ralph Musicant, Finance Dir.

Rick Oliver, Editorial Director
Alex Wald, Art Director
Rich Markow, Ed. Coordinator
Rick Taylor, Production Mgr.

DYNAMO JOE™ Vol. 1, No.13, November 1987. Published by FIRST COMICS, INC. OFFICE OF PUBLICATION: 435 N. LaSalle, Chicago IL 60610. Published monthly.

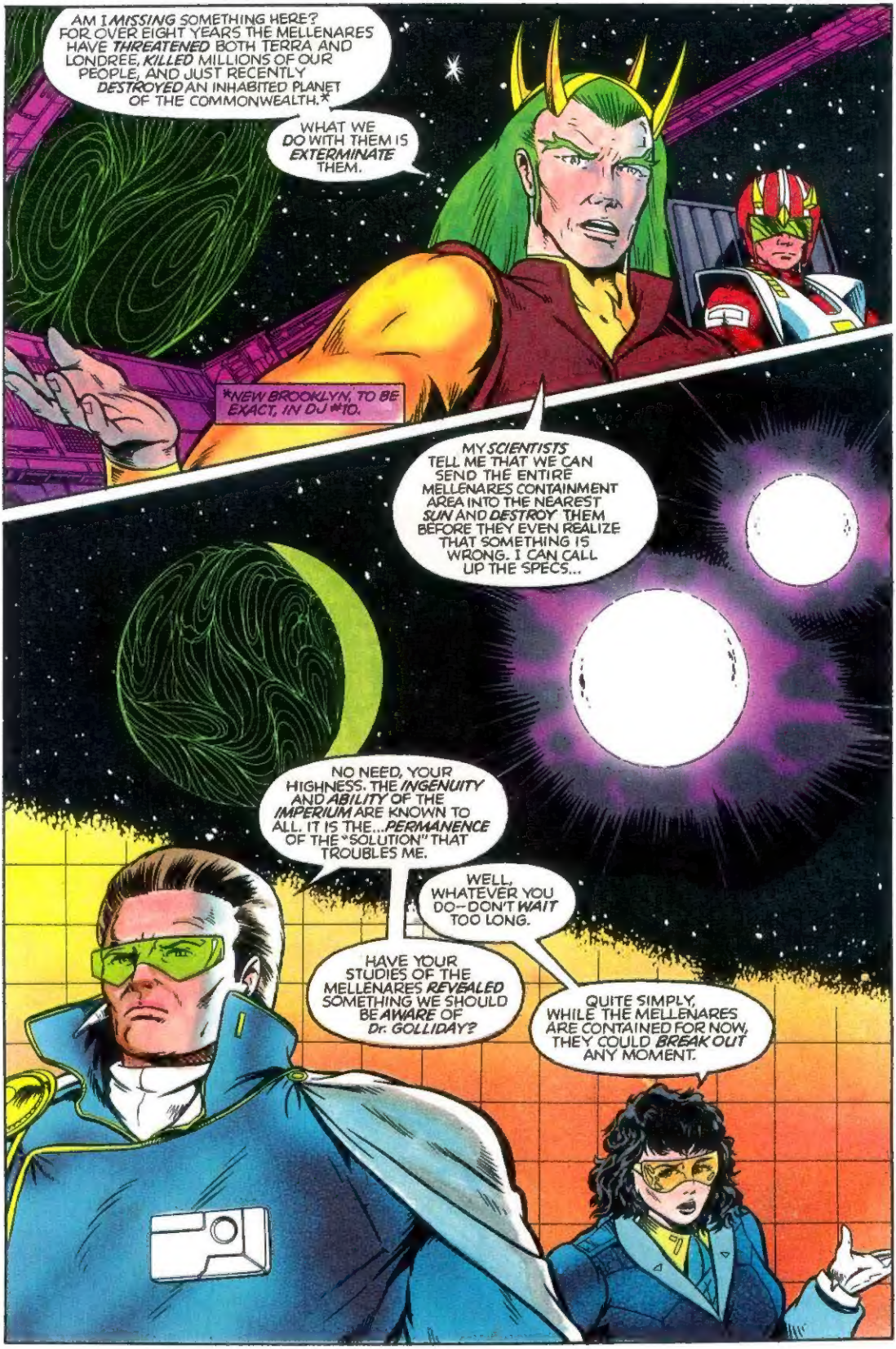
Copyright © 1987 First Comics, Inc. All rights reserved.

Price $1.75 in the U.S. Subscription rates for twelve issues: $21.00 in the U.S., $23.00 in Canada, and $40.00 foreign rate. All payments must be in U.S. funds. The stories, characters and incidents mentioned in this publication are entirely fictional. No actual persons, living or dead, without satiric content are intended or should be inferred. Dynamo Joe, Daro, Pomru and all prominent characters featured in this issue are trademarks of First Comics, Inc. Printed in the U.S.A. **POSTMASTER:** Send address changes to **Dynamo Joe**, c/o First Comics, Inc., 435 N. LaSalle, Chicago IL 60610.

A FIRST COMICS PUBLISHING PRODUCTION

DYNAMO JOE™
BEFORE US, GENTLEMEN, LIES THE ENTIRETY OF THE MELLENARES, THE CENTRAL CORE-MIND, AND ITS COUNTLESS FIGHTER UNITS, CONTAINED WITHIN A SPHERE OF TAVITAN CLOAKING GENERATORS. TO THE MELLENARES, WITH THEIR LIMITED PERCEPTION OF MACRO SPACE, IT MUST APPEAR AS IF THE REST OF SPACE NO LONGER EXISTS. THEY REMAIN BECAUSE AS FAR AS THEY CAN TELL, THERE IS NOWHERE ELSE TO GO.
THE PROBLEM BEFORE US IS SIMPLY-- NOW THAT WE HAVE THEM, WHAT DO WE DO WITH THEM?
PLOT: RICE & FOGLIO
SCRIPT: PHIL FOGLIO
PENCILS: BEN DUNN
INKS: BRIAN THOMAS
COLORS: TOM VINCENT
LETTERS: L. LOIS BUHALIS
EDITS: RICK OLIVER
WOLF IN THE FOLD

Grendy was here...


AM I MISSING SOMETHING HERE? FOR OVER EIGHT YEARS THE MELLENARES HAVE THREATENED BOTH TERRA AND LONDREE, KILLED MILLIONS OF OUR PEOPLE, AND JUST RECENTLY DESTROYED AN INHABITED PLANET OF THE COMMONWEALTH.*
WHAT WE DO WITH THEM IS EXTERMINATE THEM.
*NEW BROOKLYN, TO BE EXACT, IN DJ #10.
MY SCIENTISTS TELL ME THAT WE CAN SEND THE ENTIRE MELLENARES CONTAINMENT AREA INTO THE NEAREST SUN AND DESTROY THEM BEFORE THEY EVEN REALIZE THAT SOMETHING IS WRONG. I CAN CALL UP THE SPECS...
NO NEED, YOUR HIGHNESS. THE INGENUITY AND ABILITY OF THE IMPERIUM ARE KNOWN TO ALL. IT IS THE...PERMANENCE OF THE "SOLUTION" THAT TROUBLES ME.
WELL, WHATEVER YOU DO--DON'T WAIT TOO LONG.
HAVE YOUR STUDIES OF THE MELLENARES REVEALED SOMETHING WE SHOULD BE AWARE OF Dr. GOLLIDAY?
QUITE SIMPLY, WHILE THE MELLENARES ARE CONTAINED FOR NOW, THEY COULD BREAK OUT ANY MOMENT.

THE MELLENARES ARE A SUPER-EVOLVING LIFE-FORM, GOING THROUGH HUNDREDS OF GENERATIONS A MINUTE! AT THIS RATE, EVEN THEIR MINDLESS TRIAL AND ERROR LEARNING PROCESS CAN OVERCOME ANY PROBLEM WITH UNBELIEVABLE SPEED.
THEIR PRESENT CONTAINMENT IS MERELY ANOTHER PROBLEM TO BE SOLVED. A FAIRLY DIFFICULT ONE, BUT YOU MUST REALIZE THAT SINCE THEIR CAPTURE JUST TWO HOURS AGO, OVER 25 THOUSAND GENERATIONS OF MELLENARES HAVE BEEN WORKING ON THE PROBLEM.
AS TO THEIR ABILITIES, YOU MUST REMEMBER THAT THEY WERE ABLE TO DEVISE AN ORGANIC METHOD OF HYPER-SPATIAL TRAVEL--NOT TO MENTION ATTACK ONE OF OUR TRANSPORT SHIPS IN HYPERSPACE!*COMPARED TO THAT, THE PROBLEM PRESENTED BY THE TAVITAN CLOAKING GENERATOR WILL BE SIMPLICITY ITSELF!
*LAST ISSUE.
AKIRA, I MUST SIDE WITH PRINCE SHAETON.
IF WE WAIT TOO LONG AND THE ENEMY BREAKS FREE, THEN OUR GREATEST WEAPON WILL BE USELESS AGAINST THEM. WE WILL BE WORSE OFF THAN BEFORE.
YES, BUT... PERHAPS WE DO NOT HAVE TO DESTROY THEM.

"PERHAPS THE DREAMERS CAN TALK TO THEM."
THE DREAMERS--HUMANS WHO HAVE BEEN FOUND TO BE SUSCEPTIBLE TO THE MENTAL BROADCASTS OF THE MELLENARES, AND HAVE AN OVERWHELMING URGE TO TRY TO COMMUNICATE WITH THEM. THEY HAVE BEEN GATHERED TOGETHER BY THE ALLIANCE AND GIVEN A CHANCE TO TRY.
NEMO STATION, THIS IS DELTA BASE. YOU ARE AT OPTIMUM RANGE. BEGIN FINAL CHECK PROCEDURES. AS REQUESTED, WE ARE BEGINNING PERIOD OF RADIO SILENCE. GOOD LUCK.
"ALL DREAMER VOLUNTEERS ARE NOW IN ALPHA STATE. ALL MENTAT BOOSTER STATIONS ARE ON LINE AND PREPARED TO FEED INTO THE THE MAIN JUNCTION."
WE HAVE RADIO SILENCE AND ARE PREPARED TO BEGIN BROADCASTING OUR CARRIER WAVE. ARE YOU READY, Dr. OTT?
ALL CLEAR AND ON GREEN, SPARKY.
BEGINNING FEED... AM DIRECTING OUR THOUGHTS AT... THE MELLENARES...NO! GONE! THEIR THOUGHTS... SO FAST! WE REACT TOO SLOW...TO...HOLD THEIR INTEREST. GIVE ME MORE POWER!
I AM POWERING UP THE WAVE GENERATORS TO LEVEL 4. YOU MAY BEGIN MENTAL FEED AT YOUR DISCRETION, DOCTOR.
CLICK
HUMMM
MMMMMMM

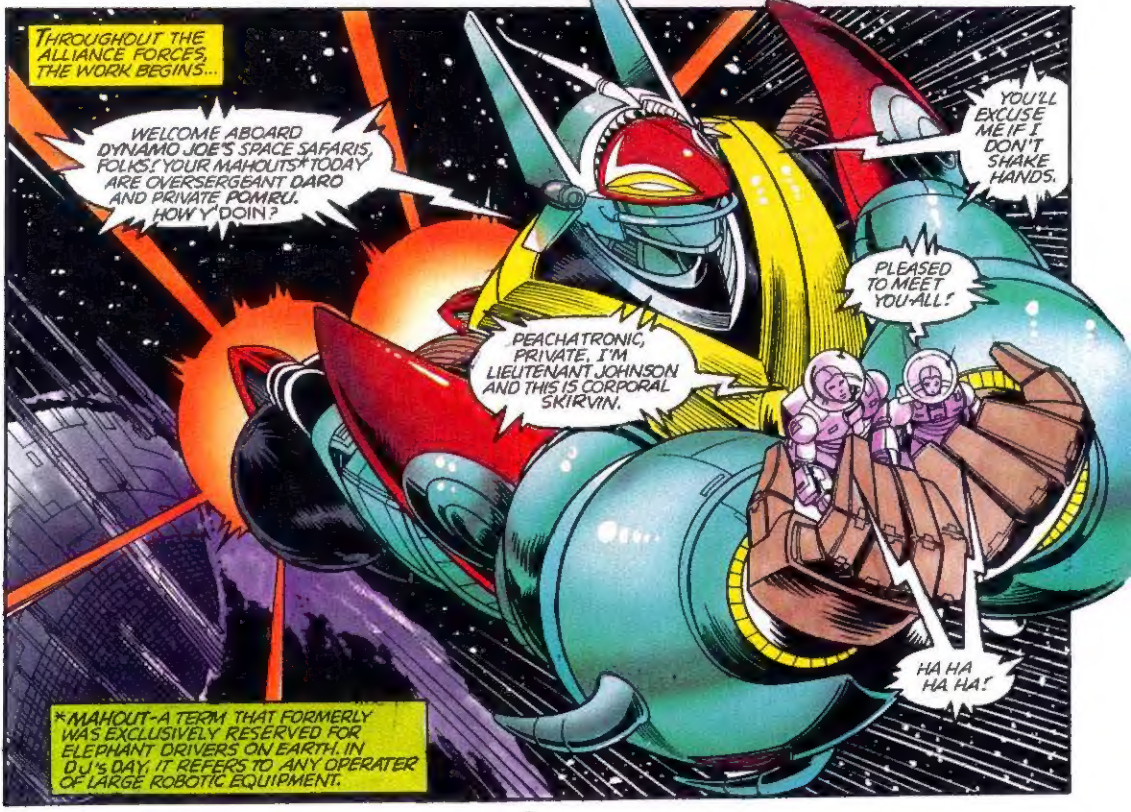
WARNING
ALL SYSTEMS ACTIVATED
POWER LEVEL INCREASING
I AM ACTIVATING THE FIRST OVER-RIDE. YOU ARE AT LEVEL SIX, DOCTOR.
TINK
HEAR US!
TALK TO US!
WE WANT TO HELP YOU!!!

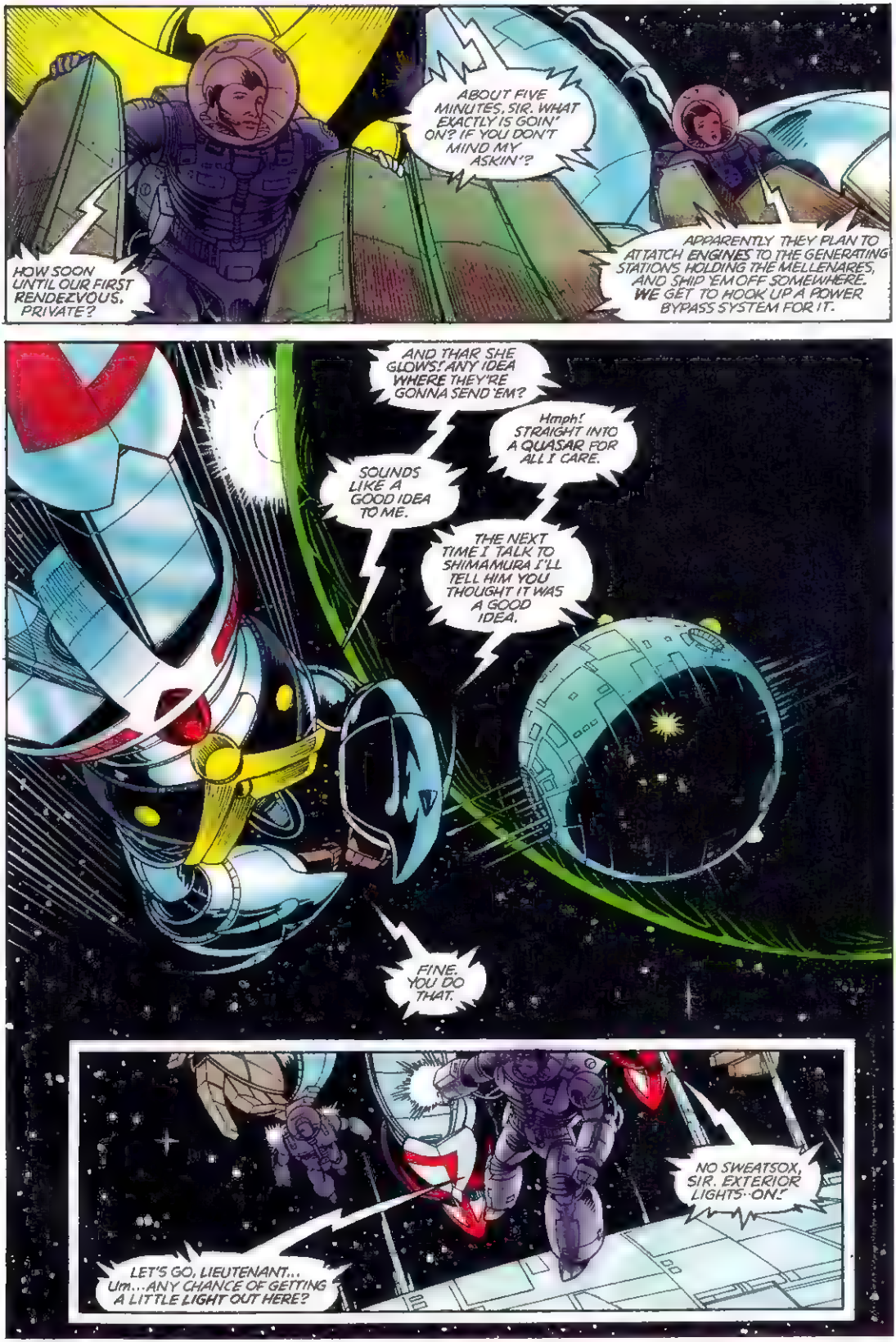
HOLD IT... HOLD IT... WE'VE BEEN NOTICED... AND DISMISSED! GIVE ME MORE POWER!
WE ARE NOW AT LEVEL 8 AND HOLDING.
HUMMMMMMMMMMMMMMM
THAT GOT THEIR ATTENTION! IMPRESSIONS... SERENITY... INQUIRY... TRYING TO CATEGORIZE US... GONE! GIVE ME FULL POWER... I MUST SPEED UP MY THOUGHTS...
LEVEL 10 AND HOLDING--Dr. OTT, YOUR COOLING SYSTEMS HAVE JUST KICKED IN.
HUMMMMMMMMMMM
CONTACT! REAL CONTACT! SHOCK! FEAR! CURIOSITY--GREAT CURIOSITY!! THEY'RE TRYING TO FOCUS IN ON OUR WAVELENGTH... CLOSER... CLOSER...
DOCTOR! RECEIVING SYSTEMS ARE BEING OVER-WHELMED! POWER LEVELS ARE--
HERE THEY COME! NO! STOP!!! CUT THE--
HUMMZZZZRRRIIKKIK-!!
SPSPARRZZAK!!
YEEAAGGGT!
VAKAK!
FRAK!
PLOONT!

Dr. SPARTICUS! THE ENTIRE SYSTEM HAS GONE INTO SHUTDOWN! WE'VE LOST THE FOCAL POINT! IS Dr. OTT ALRIGHT?
D-DISENGAGE! Dr. OTT IS DEAD! GET ME SHIMAMURA!
...APPARENTLY AN ACCIDENT! THE MEL-LENARES QUITE SIMPLY BURNED OUT Dr. OTT. IN TIME, I BELIEVE THAT WE'LL BE ABLE TO MODULATE THEIR SIGNAL, BUT THAT COULD TAKE WEEKS.
I SEE. THANK YOU, Dr. SPARTICUS. PLEASE CONVEY MY CONDOLENCES TO Dr. OTT'S TEAM.
WE CANNOT AFFORD TO WAIT "A FEW WEEKS," AKIRA--THEY ARE TOO DANGEROUS.
BUT SERGI, DOES NO ONE ELSE SEE? WE ARE TALKING GENOCIDE!
I SEE, MY FRIEND--BUT RIGHT NOW I AM TOO FRIGHTENED OF THEM TO BE FRIGHTENED FOR THEM.

VERY WELL. IF YOUR HIGHNESS WILL PROVIDE US WITH THE SPECIFICATIONS, WE WILL BEGIN PREPARATIONS TO SEND THEM INTO PROCYON GENERAL. WHEN THE PREPARATIONS ARE COMPLETE, HAVE THE MELLENARES MOVED CLOSE ENOUGH THAT WE CAN DROP THEM IN AT A MOMENT'S NOTICE.

BUT WE WILL WAIT UNTIL WE *MUST*. WE WILL GIVE THE DREAMERS ALL THE TIME WE CAN *SPARE*.
I THINK THAT WILL BE A *MISTAKE*, ADMIRAL.
HE IS DOING HIS *JOB*, YOUR HIGHNESS. LET US DO *OURS*.


THROUGHOUT THE ALLIANCE FORCES, THE WORK BEGINS...
WELCOME ABOARD DYNAMO JOE'S SPACE SAFARIS, FOLKS! YOUR MAHOUTS TODAY ARE OVERSERGEANT DARO AND PRIVATE POMRU. HOW'Y'DOIN?*
YOU'LL EXCUSE ME IF I DON'T SHAKE HANDS.
PLEASED TO MEET YOU-ALL!
PEACHATRONIC, PRIVATE. I'M LIEUTENANT JOHNSON AND THIS IS CORPORAL SKIRVIN.
HA HA HA HA!
**MAHOUT*-A TERM THAT FORMERLY WAS EXCLUSIVELY RESERVED FOR ELEPHANT DRIVERS ON EARTH. IN DJ'S DAY, IT REFERS TO ANY OPERATER OF LARGE ROBOTIC EQUIPMENT.


HOW SOON UNTIL OUR FIRST RENDEZVOUS, PRIVATE?
ABOUT FIVE MINUTES, SIR. WHAT EXACTLY IS GOIN' ON? IF YOU DON'T MIND MY ASKIN'?
APPARENTLY THEY PLAN TO ATTATCH ENGINES TO THE GENERATING STATIONS HOLDING THE MELLENARES, AND SHIP 'EM OFF SOMEWHERE. WE GET TO HOOK UP A POWER BYPASS SYSTEM FOR IT.
AND THAR SHE GLOWS! ANY IDEA WHERE THEY'RE GONNA SEND 'EM?
Hmph! STRAIGHT INTO A QUASAR FOR ALL I CARE.
SOUNDS LIKE A GOOD IDEA TO ME.
THE NEXT TIME I TALK TO SHIMAMURA I'LL TELL HIM YOU THOUGHT IT WAS A GOOD IDEA.
FINE. YOU DO THAT.
NO SWEATSOX, SIR. EXTERIOR LIGHTS--ON!
LET'S GO, LIEUTENANT... Um...ANY CHANCE OF GETTING A LITTLE LIGHT OUT HERE?

KIND OF...STRANGE T'BE IN JOE AND NOT *FIGHTIN'* ANYBODY, *eh*, SARGE?
Oh--I COULD GET *USED* TO IT.
WE'VE GOT THE MAINTENANCE HATCH UNSEALED--NOW IF YOU COULD JUST PULL OUT THE SHIELD PLUG, WE CAN GET TO WORK!
HEY, SARGE--IF THE *ORION WAR* REALLY *IS* OVER... WHAT'RE YOU GONNA DO?
WELL...GENERAL *IPPOLITOV* MADE HIS REPUTATION AGAINST THE *SLAVERS* BEFORE THE WAR--HE'LL PROBABLY TAKE UP WHERE HE LEFT OFF. PERHAPS I CAN GET ASSIGNED TO HIS UNIT AND...
HEY! JOE!
ROGER DOKEY, LIEUTENANT, JUST MOVE ASIDE THERE!

NOTHIN' UP McSLEAZE... PRESTONE!
THANK YOU, MAESTRO!
HOW ABOUT YOU, POMRU? ANY PLANS?
HECK, SARGE, THAT'LL BE UP TO MY *WIFE*... WHEN I *GET* ONE. WE'RE STILL A *MATRIARCHY*, Y'KNOW. MY ONLY PLANS RIGHT NOW INVOLVE WAYS T'GET INTO *WOLF-1* AS SOON AS POSSIBLE.
OH? WHY THE *RUSH*?
"WELL, IF THE WAR IS *OVER*, THERE MIGHT NOT BE TOO MUCH MORE WORK FOR A *MERCENARY* AROUND HERE. BUT MORE IMPORTANT, WOLF IS STILL *DAMAGED* FROM THAT TUSSLE YOU TWO WENT THROUGH IN HYPERSPACE.* IF THERE'D EVER BE A CHANCE A SLIPPIN' THROUGH HIS *DEFENSIVE SYSTEMS*, IT'S PROBABLY NOW."
*LAST ISSUE.

...I NOTICED THAT WOLF-1'S SELF-REPAIR PROGRAMS ARE ALREADY MAKING NOTICEABLE PROGRESS.
SO, THE SOONER THE BETTER, eh? VERY WELL, WHEN WE GET BACK, I'LL...
HOY! YOU IN THE SWISS ARMY 'BOT! ALL WE NEED NOW IS A QUICK WELD AND WE CAN GET OUTTA HERE!
ONE CONNECTION. WELD DONE--COMIN' UP!
(Groan) WHY ME?
PERFECT! YOU CAN REPLACE THE PLUG ANYTIME.
NOW WHY CAN'T WE GET 'BOTS IN ENGINEERING?
HEY, WITH THE WAR OVER, MAYBE YOU CAN GET ONE FROM ARMY SURPLUS!
HA HA HA!

Hmmmm...*ARMY SURPLUS,* eh?
FORGET IT, PRIVATE. WHAT WOULD YOU *DO* WITH IT?
Um...WELL, I'D THINK OF *SOMETHING*...
NOW *THAT* WORRIES ME!
LATER, BACK ABOARD THE LEOPARD...
AFTERNOON, COLONEL. IT'S BEEN A WHILE SINCE WE'VE HAD A *WORKOUT*- FEEL UP TO IT?
Hmm?
SURE, GOOD IDEA, SERGEANT. DAMN FUNNYBOOK'S JUST *ROT* YER *MIND*, ANYWAYS, Y'KNOW?
YOU ALL *SET*?
READY, WILLING AND STABLE.
I'LL SETTLE FOR TWO OUT OF THREE.

OKAY, THE AREA'S CLEAR, AND SHOULD BE FOR AT LEAST THE NEXT HOUR.
GOT'CHA!
THEN GO!
I'M GONE!

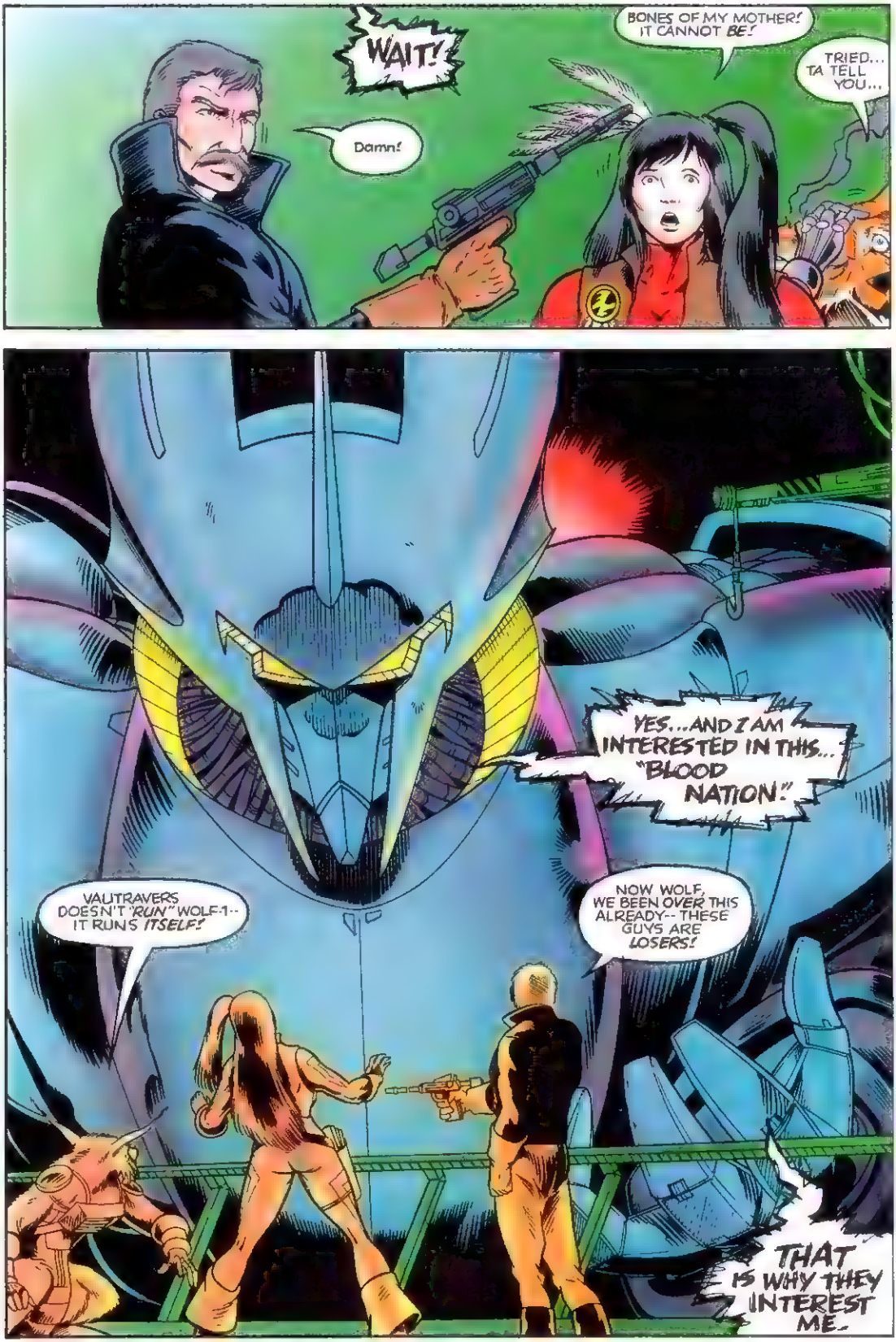
AHA! NOW THIS LOOKS PROMISING...AND THE INNER WALL IS RUPTURED, TOO-- PERFECT!
WEIRD LOOKIN'-- WHERE IN SPACE DID VAUTRAVERS FIND THIS THING? NOW WHAT THE HECK IS THIS THING UP HERE? I'D BETTER SWITCH MY RECORDER ON AND FIGURE IT OUT LATER
VREEEEEEEE
CLICK
WHAT THE... OH NO! I MUST'VE TRIGGERED SOMETHING WHEN I SWITCHED ON MY RECORDER--I EEEEEEEEEEEE!!!
KRAKLE!!!

WOLF?!
Uh-oh!
SOMEONE IS A MESSIN' WITH WOLF-1!
BUT HOW DOES HE KNOW? I'D BETTER TAKE HIM OUT... IF I CAN!
WELL, I AIN'T GOT TIME TO PLAY NO MORE, SERGEANT.
IT'S BEEN A PLEASURE WORKIN' WITH YA, KID.
SWISH!
THBOK!
OH-HO! SO YER IN ON THIS, AINT'CHA?
UNGH!

SSSSSSSSSSS
PFTZ
SSSSSSSSSSS
WOWR! THAT WAS CLOSE! IF I HADN'T BEEN INSULATED... I MUST BE GETTIN' CLOSE TO THE GOOD STUFF!
HEY! I THINK THAT THIS HERE'S THE CONTROL POD! WELL THIS SHOULD TELL ME PLENTY!
GUHHHH!

WHAT? BACK SO SOON? YOU STILL HAVE... WHAT'S WRONG?!
WOLF! VAUTRAVERS! HE! IT! THEY!!! NO CONTROLS!!!
BY THE WHITE WOMAN, TAVITAN-- CALM DOWN! YOU'RE NOT MAKING ANY SENSE!
BZOWNT!
AAG!
THAT'S WHAT YOU THINK!
VAUTRAVERS! ARE YOU MAD?!
DAMN RIGHT I AM! NO ONE MESSES WITH WOLF-1 AND LIVES!
WANNA BET? I BET YOU CLEARED THE AREA FER THIS LITTLE JOB. DIDN'T'CHA? SO WE'LL BE LONG GONE BY THE TIME ANYBODY FINDS YOU. WITH THE WAR OVER, WE'D HAVE T'MOVE ALONG, ANYHOW.
YOU CAN'T JUST KILL US AND EXPECT TO GET AWAY WITH IT!

FER WHAT IT'S WORTH, YOU'LL MAKE A CUTE CORPSE.
WAIT! YOU SEEK NEW WORK?
FORGET IT. THE ALLIANCE IS GROWIN' A LITTLE TOO NOSEY FER MY PEACE O'MIND.
NOT THE ALLIANCE--THE BLOOD NATION!
"I MYSELF SEEK AN OPPORTUNITY TO ESCAPE AND REJOIN THEM! AMONGST THE BROTHERHOOD A MAN IS JUDGED BY HIS RUTHLESSNESS, HIS ABILITY AND HIS POWER. ALL THREE OF WHICH YOU POSSESS IN ABUNDANCE.
"IN THE COMMONWEALTH ALONE THERE ARE HUNDREDS OF DEFENSELESS PLANETS WAITING TO BE PLUCKED BY THOSE WITH THE WILL TO DO SO! YOU CRAVE ACTION? YOU'LL FIND EVEN WOLF-1'S ABILITY TO DEAL DEATH INADEQUATE ON OCCASION. I OFFER YOU BLOOD AND POWER, VAUTRAVERS-- INTERESTED?"
NOT A CHANCE. THE SLAVERS ARE DOOMED, AN' THEY'RE TOO STUPID T'SEE IT. NICE TRY.
CLICK-AK


WAIT!
BONES OF MY MOTHER! IT CANNOT BE!
TRIED... TA TELL YOU...
Damn!
YES...AND I AM INTERESTED IN THIS... "BLOOD NATION!"
VAULTRAVERS DOESN'T "RUN" WOLF-1-- IT RUNS ITSELF!
NOW WOLF, WE BEEN OVER THIS ALREADY-- THESE GUYS ARE LOSERS!
THAT IS WHY THEY INTEREST ME.

NOW I THOUGHT WE'D AGREED THAT I'D HANDLE DEALIN' WITH THE NATIVES... Y'KNOW Y'AIN'T GOT THE KNACK FOR IT.
BUT WHERE DO YOU COME FROM? WHY DIDN'T YOU TELL US YOU WERE SENTIENT?
WE WERE CREATED LONG AGO... TO FIGHT ANOTHER WAR. WE FOUGHT AND WERE CONTENT, FOR WE FED ON DEATH ITSELF!
WHEN THE FOOD/ENEMY WAS GONE... THE LITTLEMASTERS TOLD US THAT THE WAR WAS OVER. WE WERE NO LONGER NEEDED... NO LONGER WANTED...
THEY SEEMED SO... SURPRISED AS THEY DIED.
THE VAUTRAVERS FOUND ME STARVING AMIDST A DEAD GALAXY.
I WAS TOO WEAK TO KILL HIM... AND SO I LISTENED... AND FOUND HIS IDEA OF A PARTNERSHIP... INTERESTING.

AS YOU CAN SEE... MY HISTORY IS NOT ONE TO INSPIRE... CONFIDENCE IN POTENTIAL... EMPLOYERS.
WELL DON'T I GET ANY SAY IN THIS HERE DISCUSSION?
YOU GROW TOO INATTENTIVE TO MY...NEEDS. YOU ALLOW YOURSELF TO... IGNORE... DANGER TO MYSELF.
DANGER?! NOW WHAT THE HELL ARE YOU JAWIN' ABOUT NOW?
THIS...ALLIANCE GROWS TOO POWERFUL. THEY HAVE TRAPPED THE CORE ENTITY... A BEING OF POWER BEYOND MY EXPERIENCE! I AM NO LONGER... SAFE HERE.
WELL, MAYBE SO-- BUT THE SLAVERS?! WHY THEM?
THEY ARE DEATH DEALERS WHO WORSHIP STRENGTH... SIMPLE TO CONTROL THROUGH THE FEMALE... TO USE AS A WEAPON TO RENDER THE ALLIANCE... HARMLESS TO ME.
AND WHEN YOU HAVE DESTROYED THE ALLIANCE--WHAT OF THE BLOOD NATION THEN?
SINCE WHEN HAS A... SLAVER EVER CARED ABOUT THE FUTURE OF OTHERS? YOU WILL BE...RICH... POWERFUL...AND LONG DEAD BEFORE I AM FINISHED...FEEDING... UPON HUMANITY.

SO YA THINK THAT'S IT, huh? WELL HERE'S A LITTLE SOMETHING T'REMEMBER ME BY, YOU OVER-BLOWN GREASE-TRAP!
DIDING!
SAY "HOWDY" T'THE "LITTLE MASTERS" FOR ME!
HRAWWGG!!
BROOOOMMPH!
KRATHOOM!

BUT... BUT HOW?!
I NEVER TRUSTED THAT CONTRAPTION. I PUT THAT BOMB IN HIS CHEST CAVITY AGES AGO. HE WASN'T AS TOUGH AS HE THOUGHT HE WAS.
Uh, COLONEL, AREN'T YOU THE ONE WHO SAID...
NEVER UNDERESTIMATE WOLF-1!!
LORDY!
ANY LAST WORDS BEFORE THEY BECOME... SCREAMS, VAUTRAVERS?
YEAH--KILL THE GAL. AND THERE GOES YER ONLY LINK T'YER PRECIOUS SLAVERS!

FOOL! THE SLAVERS ROUTINELY STRIP THE ALLIANCE BATTLEFIELDS OF DAMAGED EQUIPMENT BY POSING AS SUCH, THEY WILL FIND ME! ALL HUMANS ARE EXPENDABLE... ALLOW ME TO DEMONSTRATE...
VRAPP!!
WHAT?!
YAHOO!! IT'S THE CAVALRY!
WE CAN'T ALLOW YOU TO JOIN THE SLAVERS, WOLF. TANAMARA BROADCAST YOUR CONVERSATION THROUGHOUT DELTA BASE. SURRENDER NOW!

THAT'S A LAUGH. WELL AT LEAST I DON'T GET TA DIE ALONE.
WHY HAVE THEY BROUGHT UP ONLY ONE DYNAMO SUIT?! THEY DON'T STAND A CHANCE!
DON'T BE TOO SURE--WOLF'S BEEN DAMAGED PRETTY BADLY BETWEEN THE MELLENARES ATTACK AND VAUTRAVER'S BOMB, AND JOE'S BEEN UPGRADED PRETTY HEAVILY HIMSELF.
WELL THEN, I FIGURE IT OUGHT TO BE ONE WALLYSTOMPER OF A FIGHT!
DON'T MISS IT!

Dear Tabby

C/O FIRST COMICS
435 N. LASALLE
CHICAGO IL 60610

Dear Joes,

Say, what's happened to Alexandra? Since last time we saw her, she's become ten years younger, much prettier, and she's got bigger... um... yes, she's definitely got bigger.

While we're on the subject of the female contingent, Tana - mara (Tannemara? Tanemara? Why does she keep changing her name like that?!) is one very sexy lady and I wouldn't mind seeing more of her. If your take my meaning. (Sexist? Me? Never!)

While we're on the subject of the female contingent, what's Anda Warren doing nowadays, hmm? Can't believe she'd just pack her bags and head home to cover the local gossip.

P.S. Anyone know where I can get hold of Mars #10 & 11 and First Adventures #1???

Lee Mendham
19 Chalk Pit Hill
Chatham, Kent
ME4 5TA England

Anda will be back in issue #15 for the incredible conclusion of the Orion War. As for back issues, look for ads in the Comics Buyer's Guide *or check your local comics shops. Good luck!*

Dear Tabby,

First of all you have to understand that I am a Japan - imation fan of the highest order. (You almost have to be nuts to buy the imported tapes, like I do, because they cost about $140 US for most of the popular ones!!!) I love Dynamo Joe!! He looks great, design-wise, and it's nice to finally see one of the big 'bots treated with resepct.

Now for the reality check. Some Americans had a nearly valid complaint about he older Japanese "Giant Robot" shows, in that the robot took precedence over the people on the shows. That was true then, but shows like the original Macross (Robo - tech to most people) and Area 88 have since proved the Japanese have "matured" in their SF plotlines. Unfortunately our animation at home can't be said to be the same.

Anyway, back to Dyanmo Joe. I think the stories need a little more character development. The war is being laid out and proceeds with commendable believability. The tactics seem actually valid in the battles! But let's learn more about the people who fight in these Giant Robots! What are the other members of Specter Squadron like off duty? What's the Imperium really like to its own people? What's Terra like? Or Londree? Does Pomru have a girlfriend? Where did Anda Warren go? You know — stuff like that!

I like short letters, but please take my comments to heart! Some of us older people really enjoy a more mature approach to comics storylines. I believe Daro and Pomru really live, so show us some more of their lives.

Paula Shoudy
735 Belmont Ave. E. #301
Seattle, WA 98101

I agree with you, Paula — and we did show more about both Daro and the Imperium in our erstwile back-up feature, Cargo - nauts. Maybe sometime in the near future we'll learn more about Pomru and Londree.

Yo Joe:

AAARRRGGGHHH!!!

How could you?! You're making Shaeton into a (gasp!) likeable character! Is nothing sacred? This is like electing Darth Vader president! Well, at least Tanamara is twice as despicable as before.

Dynamo Joe just gets better and better, though. Ben Dunn is an excellent penciller (although if he's going to be working regularly, please refrain from calling him a "guest" penciller), since his style is close enough to Doug's to maintain continuity of the story, but different enough so as not to be "just a replacement" for Doug. Phil, of course, is an excellent writer. (How cum I can't plug Buck Godot anymore?)

I think my only complaint of late is that we're seeing too much of the supporting characters. Much as I like Generals Ippolitov and Shim - amura, Datacom I, Alexandra, and (gulp!) Shaeton, the book IS called Dynamo Joe. Do you realize that Pomru only ap - peared FOUR times?! Much as I like Cargonauts, it is starting to obstruct the main story, which is of course the main reason I buy this comic.

The war itself seems to be taking a turn for the worse. If the Mellenares are really starting to venture off the "beaten path," then things are bad. (I'd like to see them attack the Imperium Homeworld. Either that or have Daro have a showdown with the Magna Khan, another character I love to hate, even though he hasn't appeared yet!)

What? No letters page? Is this my punishment for plugging Buck Godot too much? Ser - iously, DJ has one of the best letters pages around, so don't let this happen again, or I'll, um, oh, never mind.

Mike Rawdon
25 Annawan Road
Newton, MA 02168

Dear Mr. Foglio, Mr. Rice, and Company,

I hope you keep this comic going for a long time. It's full of action, interesting art, great mecha, and neat characters. The characters' personalities are fairly basic, but that's okay; it's easy to understand what they're about, and they stay true to their psychological conceptions. Daro cares about doing his job right and his own honor, in that order; Pomru is a funloving klep - tomaniac tinkerer; Vautrauvers is a maniacally triggerhappy merc; General Ippolitov is a simple, direct man at heart who's

really sick of all the destruction that's been occurring; and Tanamara is the most inter - esting, a gutsy fighter who disdains the Confederation but respects her teammates, slightly unscrupulous, but probably for a good reason. Let's see some more of her.

While I'm at it, I'd like to make some other comments and queries:

1. I'm glad that the Dynamo Joe stories will soon be a full 26 pages per issue; Cargonauts is fine and good in its own right, but the art is just a wee bit stiff, and I prefer Joe any day of the year.

2. Somebody asked if Daro might fall for Anda. Here's my suggestion: if you want to be unpredictable, have him fall for Tanamara. After all, Tanamara has all of Anda's courage and then some, and she's a much better fighter. Besides, as I've already said, I don't think Tanamara is truly bad, just that her feelings stem from some past wrong or group of such. Of course, maybe Daro will remain eteranlly single, which might be the most fitting; he doesn't seem terribly aware of the opposite sex.

3. Where did Joe get the Dynasheild and fusion gun that he used in First Adventures #1-5? He didn't have them until the next-to-last panel of Mars #12.

4. Considering #8's Cargonauts, did trading with Cynosure ever really stop? Furthermore, I never read Grimjack before the issue #30 crossover; did the ACCE ever appear before then?

5. Joe's body job in #8 was okay, but I preferred his second head to his third, and the forearm spokes seemed a bit delicate and impractical. I probably shouldn't be so picky, but why are his sidearms alway changing: I think they ought to stay the way they are on the cover of issue 8. And who was Bob Clampett?

6. Here's the biggie: someday the Orion War HAS to end ("Uh-oh... I forgot about that!"); will Dynamo Joe just vanish from the shelves when that happens? I'd like to think otherwise, but anything after the Orion War would probably be anticlimatic.

David B. Mitchell
151 Alvarado Road
Berkeley, CA 94705

Yow! That's a lot of questions, David. And we don't have all that much space here, but one question demands an answer: Who was ***Bob Clampett****? Only one of the most famous animators of all time, that's who. Among his credits are the creation of* ***Beanie and Cecil,*** *and many of the best loved Warner Brothers* ***Bugs Bunny*** *cartoons including "Falling Hare" and "Russian Rhapsody." Both of the latter were about, you guessed it, gremlins. Hence the extremely appropriate dedica - tion to a great artist.*

Dear Dynamic Ones,

I'm not an expert in molecular science (heck, I'm not an expert on *any* topic!), but something in #8 seemed fishy to me. (Though I hasten to add that I'm not an expert in marine biology, either!) It is stated that "Absolute zero is as cold as it is possible to go... Even the motion on an atomic level is frozen solid." Now, that explains why the Mellenaran construct was "stopped cold" by the "absolute zero super-cooled computer," even though they were able to survive out in space (which, if I understand it pro - perly, is *nearly* at absolute zero). However, what has me puzzled is the following: if *nothing* moves at absolute zero then how the heck can that computer *do* anything?! Needless to say at this point, I'm not an expert in computers either, but it still seems to me that something has to move somewhere in order for anything at all to get done...

A neat point was made as to how Pomru's more instinctual nature of behavior aided him in battling the mind-reading alien lifeform — that a "disadvantage" could be put to good use. (Still, I wonder how much of his knowledge and planning of using the super-cooled computer could be instinctual! I mean, it's not like the Tavitans had sophisticated computer gear in the forests and on the plains as their species evolved to socialization and intelligence, is it? Is it?!)

Despite the above drawbacks, I found "Duel Ex Machina" to be a typically enjoyable DJ story. The mystery of the aliens continues to be dealt with — a most fascinating puzzle. And the humour was still present, as always! I greatly like the panel of Pomru falling off the ladder. (So sue me.) "Great balls of fur," indeed! (Actually, when you stop to think about it, that's kind of a nasty concept!)

T.M. Maple
Box 1272, Station B
Weston, Ontario
M9L 2R9 Canada

What's possible at absolute zero? Theoretically, super - conductors — which could power the next generation of supercomputers, magnetic lev - itation trains, and electric transmission without loss of energy. Through use of new materials, scientists have al - ready managed to create superconductors at 95 K (minus 288 degrees F and minus 178 C). So I guess they wouldn't really need a absolute zero computer a thousand years from now. But we didn't know that at the time.

NEXT MONTH: Rock-em-Sock-Em robots as Dynamo Joe dukes it out with Wolf-1! By **Doug Rice**, **Phil Foglio**, and **Brian Thomas**.

— Rick Oliver

FIRST NOTES

Well, it's time to get out the hats and hooters, smash bottles of champagne over our heads, and generally make complete fools of ourselves. But hey, we're in the comics business, so we do that pretty much every day anyway.

Not that this is a foolish business, mind you. No, of course not. Comics are serious business. Yes, indeed.

So... what were we talking about anyway?

Oh, yes. Get out the festive crépe paper and colorful party favors because it's time to celebrate FIRST COMICS' FIFTH ANNIVERSARY!

To celebrate this incredible but true event, we have festooned all our comics with a tremendously impressive fifth anniversary logo which makes each and every one a priceless collector's item, and we have fashioned tremendously exciting fifth anniversary pins, which I will be selling in the lobby for tremendously inflated prices. They eighty-sixed my concepts for laser hologram fifth anniversary centerfolds, battery-operated neon fifth anniversary coffee mugs, and liquid crystal fifth anniversary two-way wrist radios... but hey, what do they know, huh?

Anyway, as part of our gala fifth anniversary craze, this month we debut a brand new series: **Psychoblast**!

Actually, it has virtually nothing to do with our fifth anniversary hoopla; it's just an amazing coincidence. But it just happens to be a terrific new book, and if you don't want to take my word for it, then just pick up a copy of **First Six-Pack** #2 for the amazingly low price of $9.95! No, wait, that's not right. Let's see... 50¢! The amazingly low price of 50¢!

Wait, that can't be right either. Only 50¢? Yep, that's what it says. Well, it's too late to change it now, so I guess we'll just have to live with it. **First Six-Pack** #2, featuring: **Psychoblast** #1, **Dreadstar** #33, **Shatter** #12, **Jon Sable Freelance** #54, **American Flagg!** #47, and **Whisper** #10. All for only 50¢!

Still not impressed? Well, neither was I! So I demanded more, more, more! I mean, come on! This is our FIFTH ANNIVERSARY! Right? If we were married, this would be our wooden anniversary! Not that I'm proposing or anything, but that's not the point. What is the point? Hang on. Give me a minute. Oh, right — we should give each and every one of you something made out of wood! Something personal. Something meaningful. Something sentimental. Something incredibly cheap so we won't go bankrupt giving away two hundred thousand of them!

And did we come up with something? Did we? You bet we did! Now you can get the First Edition every month from your local retailer. It tells you what's coming up in the First Comics line. It's so cheap it's almost free. In fact, in many stores it *is* free! And it's paper, so it's made out of wood!

Still not impressed? This month's issue of **American Flagg!** (#46) features a special retrospective of the first four years of **AF!** and a preview of things to come, including a look at the special four-part **AF!** extravaganza by **Howard Chaykin**, **Paul Smith**, and **Mike Vosburg**. It starts next month in issue #47 and culminates in a spectacular 50th anniversary issue!

Still not impressed? Tough luck! Because that's pretty much the proverbial "it." Except of course for:

FIRST IN JULY

American Flagg! #46: Special all-apology issue! A retrospective of the first four years of **AF!**, and a preview of things to come! Find out what writer/creator **Howard Chaykin**, and artists **Paul Smith** and **Mike Vosburg** have in store for the next four isses , culminating with a special 50th anniversary issue. Cover by **Howard Chayin**. Now a deluxe series.

Badger #29: Guest artist **Eric Shanower** joins writer **Mike Baron** to reveal "The Magic Word!" "*Fun. Grade: A.*" **Don Thompson**, *CBG*.

Corum #6: Corum begins a treacherous journey in search of the mystical City in the Pyramid on a quest to recruit allies against the evil hordes of Chaos. By **Mike Baron**, **Mike Mignola** and **Kelley Jones**. Bi-monthly series.

Dreadstar #33: On his first special task force assignment, Vanth tracks down a trio of sorcerer priests. But can Dreadstar withstand the psychic onslaught of . . . Willow? By **Jim Starlin**, **Luke McDonnell** and **Val Mayerik**. Bi-monthly series. "*Grade: A.*" **Don Thompson**, *CBG*.

Dynamo Joe #13: The Alliance has trapped and contained the central core-mind of the Mellenares. But when Pomru discovers the true origin of Wolf-1's incredible power, Dynamo Joe must face the unexpected threat of "A Wolf in the Fold." By **Phil Foglio**, **Ben Dunn** and **Brian Thomas**. "*This is an entertaining comic...*" **Don Thompson**, *CBG*.

Evangeline #4: Captured by terrorists in a nuclear wasteland, Evangeline must face the dangers of "Rads." By **Chuck Dixon**, **Judith Hunt** and **Ricardo Villagran**. Bi-monthly series.

Grimjack #40: Beginning a major new direction in the saga of John Gaunt! After a reunion with some old friends, Grimjack must vanquish an old enemy — the murderous man-machine, Kalibos! By **John Ostrander** and **Tom Mandrake**. "*Grade: A.*" **Don Thompson**, *CBG*.

Hawkmoon #2: Hawkmoon is transported to a mystic plane via the magic of his crystal rings. By **Roger Salick** and **Raphael Kayanan**. Painted cover by **Dave Dorman**. Bi-monthly series.

Jon Sable, Freelance #53: Who is the mysterious man from Myke Blackmon's past — and what does he want with Sable? By **Mike Grell** and **Gerald Forton**. "*... excellent and believable adventure stories. Grade: A plus.*" **Don Thompson**, *CBG*.

Lone Wolf and Cub #3: The Lone Wolf must kill a living Buddha to transcend "The Gateless Barrier." By **Kazuo Koike** and **Goseki Kojima**. Cover and introduction by **Frank Miller**. 64 pages. Perfect bound. Black-and-white.

Nexus #38: The return of the dreaded slaver Clausius! By **Mike Baron** and special guest artist **Paul Smith**. "*Grade A plus.*" **Don Thompson**, *CBG*.

Psychoblast #1: First issue! New series! Who is Brian Burke? That's what he'd like to know. But his right brain and **Psychoblast** have other ideas! The debut of a *different* kind of superhero by **Steven Grant** and hot new artist **Robb Phipps**.